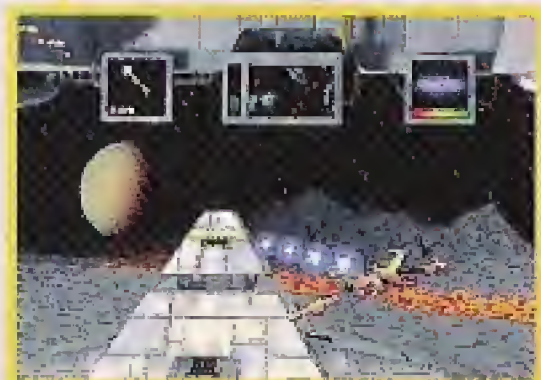


Coming Soon from
Crystal Dynamics

TOTAL ECLIPSE™



**24 Frames
per
second of
barrel-rolling
3D space combat!**



**2 different perspectives:
cockpit and chase ship!**

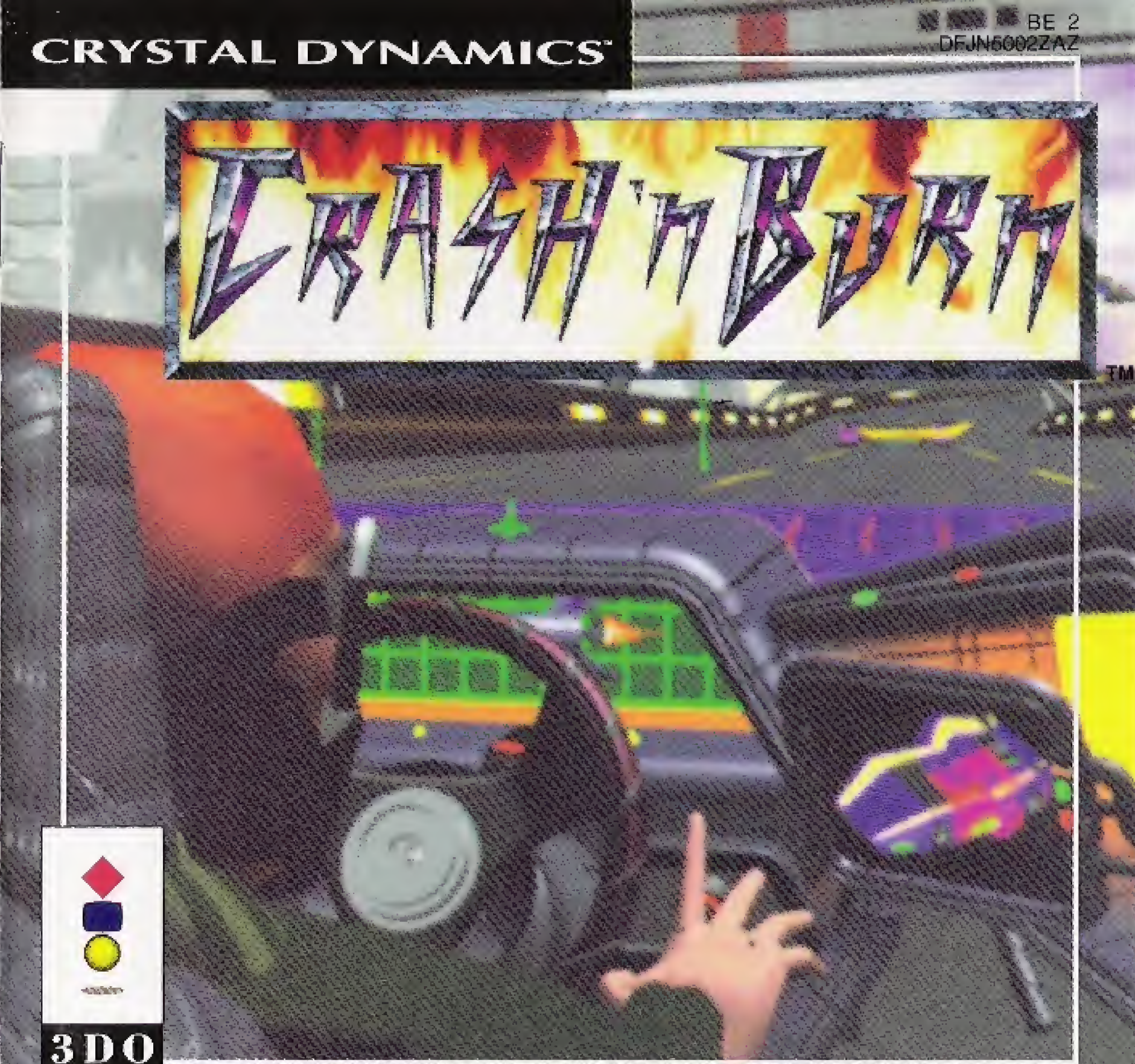


CRYSTAL DYNAMICS™

BE 2
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3DO

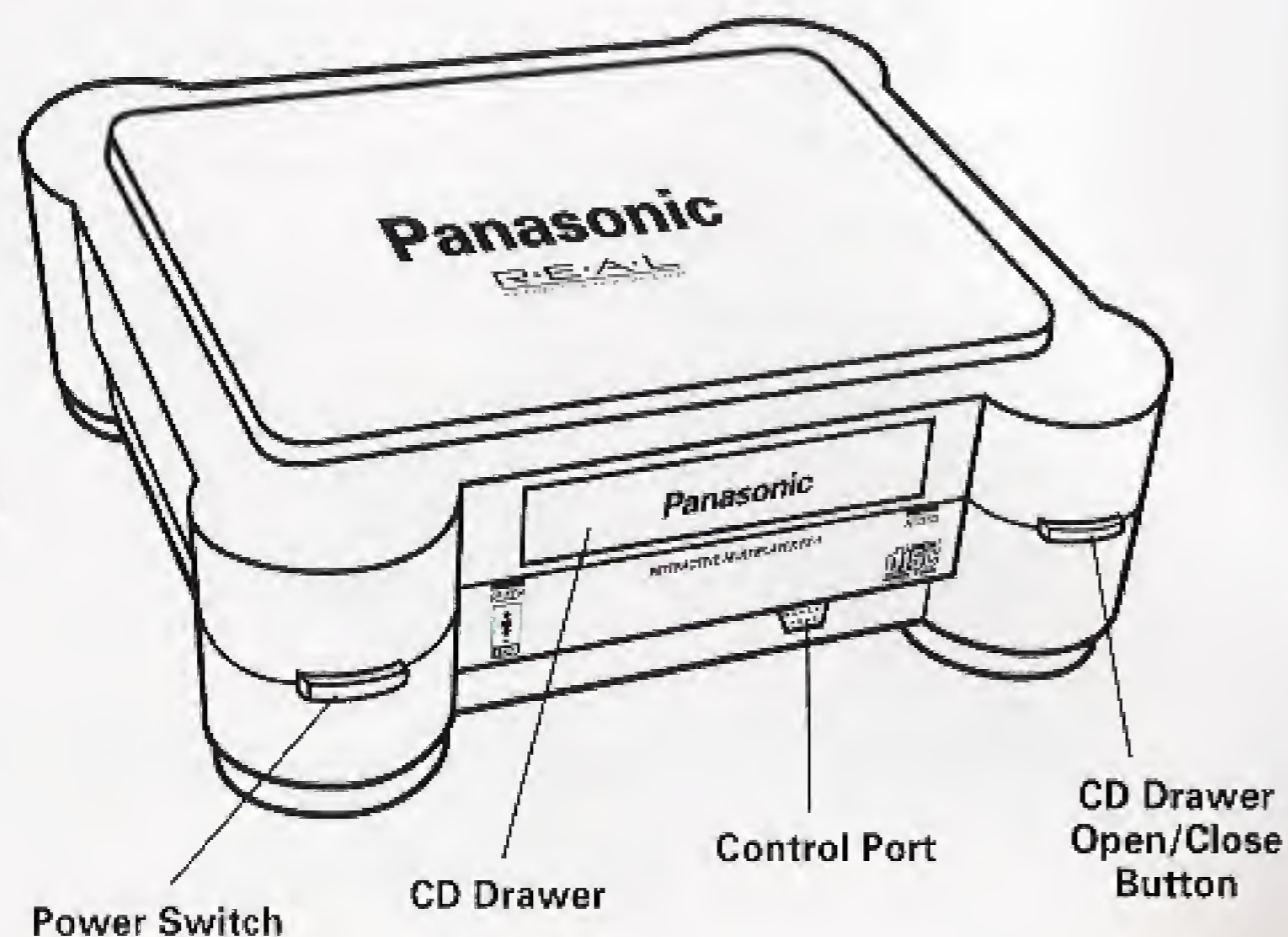


For use with 3DO™ systems

SETTING UP

1. Set up your Panasonic Real Multiplayer, following the steps in the owner's manual.
2. Plug your controller into the Control Port.
3. Press the Power Switch to turn the unit ON.
4. Press the Open/Close Button to open the CD Drawer.
5. Place the **Crash 'N Burn** CD into the CD Drawer, label side up.
6. Press the Open/Close Button to close the drawer, or shut it with a gentle push.

7. Grab your controller and press **P** (Play/Pause Button). **Crash 'N Burn** combat racing savagery is about to begin!



GETTING STARTED

GENERAL CONTROLS

1. Move the highlight with the **Directional Pad** to mark your choice.
2. Press **A**, **B** or **C** to select it.
3. Press **X** (Stop Button) to return to a previous screen.

OPENING SCREEN

- **Crash 'N Burn:** Select this to start the game.
- **Previews:** Check out incredible new titles coming soon from Crystal Dynamics.

MAIN MENU

- **Rally:** Challenge a field of psychotic human drivers and drones for racing dominance while learning the tracks.
- **Tournament:** Starting as a rookie, ascend the ladder of racing brutality to the Deathdrome crown.
- **Options:** Use the Options screen to configure your game. Your choices are:

Controls: Set the actions of the control buttons to your personal combat taste.

Sound FX: Turn the sound effects ON or OFF.

Music: Turn the rousing racing tunes ON or OFF.

CONTENTS

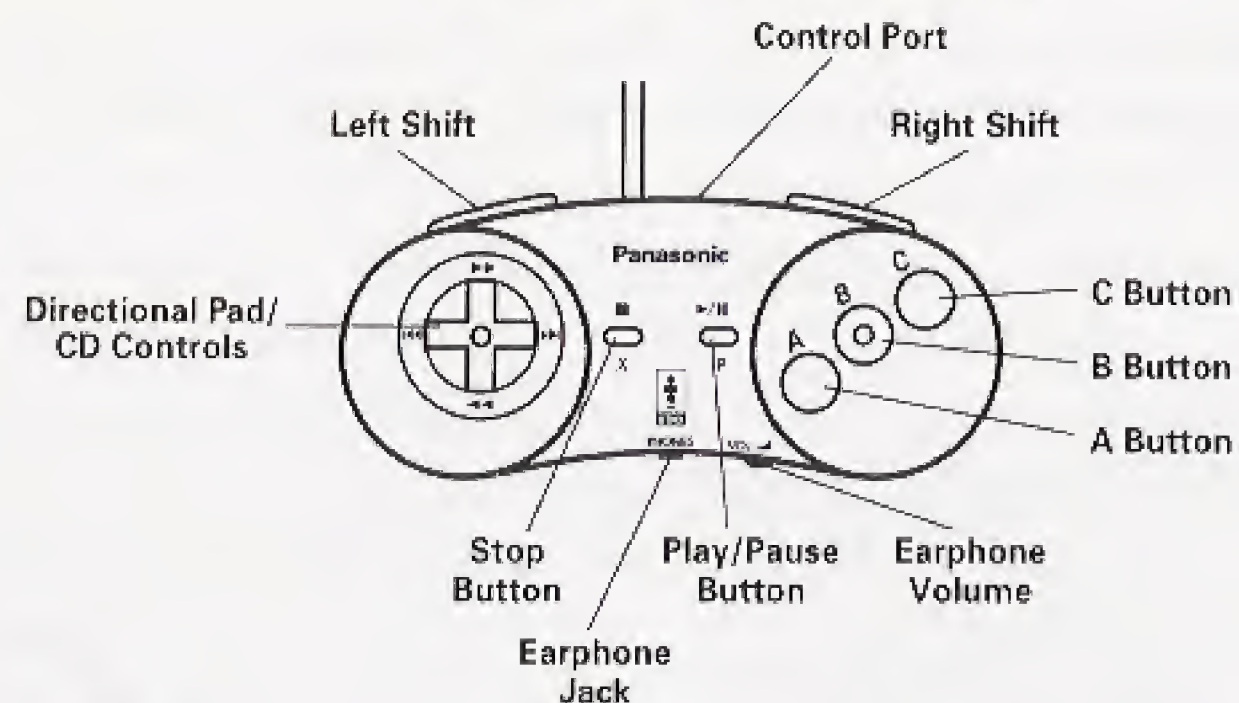
- Setting Up 2
- Getting Started 3
- Button Controls 4
- Rally Mode 5
- Tournament Mode 5
- Racing 6
- Screen Indicators 9
- Pit Stops 11
- Race Results 12
- Pause Screen 14
- Saved Games 14
- Floyd's Auto Shop 15
- Kill Toys Product Catalog 16
- Credits 23
- Consumer Notice 24

CRYSTAL DYNAMICS GAME TIPS HOTLINE

1-415-856-4712

The image shows a collection of handwritten signatures in black ink, arranged around a central logo. The signatures include: "Madeline Coape" (top left), "Bill Willis" (top right), "Cyano Linn" (middle left), "Steve King" (middle right), "STEVE KING" (bottom left, in all caps), "Mark" (bottom left, above the logo), "Bill Mitchell" (bottom right), "Mark Wallace" (bottom left, below the logo), and "E. Daniel Gray" (bottom right, below the logo). The logo itself is a stylized, three-dimensional representation of a racing wheel or a similar mechanical part, with the text "CRYSTAL DYNAMICS™" printed in a bold, sans-serif font directly below it.

BUTTON CONTROLS



ACTION

- Steer Use the **Directional Pad** like a steering wheel
- Accelerate **A Button**
- Nitro burst **B Button**
- Change view **C Button**
- Select weapon **Left Shift**
- Fire weapon **Right Shift**
- Play/pause game **P (Play/Pause) Button**
- Skip a video sequence Any button
- Back up one screen **X (Stop) Button**

Reminder: You can customize the controls on the Options screen.

RALLY MODE

In rally racing, you learn the circuits, check out the drivers and hone your skills at handling the powerful vehicles and weaponry. You'll face up to six circuits of five tracks each, for a total of 30 annihilating races.

Your goal is to drive as fast as possible, destroy all other contenders and stay alive. You must achieve one of the top three finishing positions to qualify for the next track. Lead the pack in four round-the-globe circuits to advance to the first of two invitational circuits; win the first and go on to the ultimate challenge — Deathdrome!

Reminder: You will not be able to upgrade your vehicle in Rally mode.

TOURNAMENT MODE

This is the real **Crash 'N Burn** experience. Every track is a win-or-lose, sudden death race for dominance. You'll drive the same sadistic circuits that put skid marks on your face in rally racing.

Your goal is to ascend the ladder of racing brutality to the Deathdrome crown. Begin as a rookie in a moderately menacing vehicle, in the first of six worldwide circuits. Combat barbaric drivers whose skills, hostility and gut-grinding determination increase with each challenge.

You must place in one of the top three positions based on finishing position to qualify for the next track. Advance in the circuits, winning prize money to upgrade your car's guns, energy weapons, missiles, hazards, armor and special enhancements. Conquer all circuits for a shot at glory as the world champion Deathdrome driver.

RACING

1. SELECT YOUR DRIVER AND VEHICLE

Choose your persona for the racing brutality ahead. Six nuked-out drivers make a bid for your attention, each with a unique car. Test their murderous vehicles in rally racing before taking on the tournament challenge.

In tournament racing, you can review in-depth biographies of each contender before selecting one. Once you choose, don't count out your challengers. They'll return between races to taunt, jeer, bully, ridicule, mock, deride and otherwise deliver their opinions of your driving.

Driver	Vehicle	Superior Attribute
Fang	Hammerhead	Firepower
Druger	Vortex	Handling
Tasman Twix	Caretaker	Balance
Max Amillion	Assassin	Speed
Klaw	Sniper	Balance
Rocker	Flatliner	Acceleration

2. SELECT YOUR CIRCUIT

Rally Racing

Five tough circuits challenge you to race. Choose any circuit to prove your driving savagery on each of its five magnetically enhanced, asphalt polymer tracks. You must finish in 1st, 2nd or 3rd place to advance to the next punishing track. If you finish in 4th place or lower, you will rank out.

In that case, you can use a Continue to race the track over, you can start the circuit from the first track, or you can race a different circuit.

Important: You start each game with three Continues. If you burn 'em up and rank out, the race ends.

Conquering the 5th circuit, Wasteland, in 1st place is the only way to advance to Deathdrome.

Tournament Racing

Start a new tournament from the easiest circuit, with a stock character and car. Or resume your last tournament, taking on the same character, driving skills and vehicle upgrades you achieved at the time you saved the game. When you continue a saved tournament, you start at the beginning of the next track. (For your convenience, tournament races are automatically saved at the end of each race.)

Just as in rally racing, you must finish in 1st, 2nd or 3rd place to advance. Finishing in 4th place or lower means you're out of the running. In that case, you can use a Continue to race the track over. If you have no Continues left, the tournament ends.

Reminder: You start each tournament with three Continues.

Circuits

- | | |
|-----------------|---------------|
| 1. Crash Course | 4. Firestorm |
| 2. Whiplash | 5. Wasteland |
| 3. Shockwave | 6. Deathdrome |

3. ASSESS THE TRACK

After selecting a circuit, you'll arrive at the track for a pre-race briefing:

- **Laps:** The number of laps you must complete to finish the race. A counter on your Heads-Up Display monitors your laps.
- **Track Record:** The best lap time by your driver. During a race, you'll see your elapsed time as you complete each lap across the Start/Finish line. Beat the track record to earn bonus prize money.

Important: Your grip on the tracks will be affected by ice, water and mud.

- **Track Champion:** The track record holder will dominate the race. If you're serious about winning, nail this maniac for bonus points and cash.

4. TAKE YOUR POSITION

The first starting position is chosen randomly for all drivers. For subsequent tracks, your starting position will be the opposite of your finishing position in the last race.

Important: All weapons become active shortly after the start of the race.

SCREEN INDICATORS

HEADS-UP DISPLAY

Overhead Track Scan: A monitor of the entire track and all driver positions. Vehicles are shown as colored dots:

- Flashing Red Dot = Your Car
- White Dots = Other Moving Cars
- Dark Gray Dots = Destroyed Cars

Targeting Crosshairs: Automatic target locators that search for, acquire and lock on targets. The crosshairs are green when searching and solid red when locked on. Various crosshair styles show the type of weapon currently in use:

- Square = Gun
- Round = Missile
- Triangle = Energy Weapon

Important: Targeting crosshairs don't appear in Chase Car view. Instead, the frame of the speedometer turns from green to red to show target acquisition and lock on for all weapons.

Position Indicator: Your position relative to the other drivers. For example, a reading of 2nd/6 means you're in second place out of six drivers.

Speedometer: Your vehicle's speed.

Lap Counter: Your current lap, and the total laps in the race. For example, a reading of 3/6 means you're in the third of six laps.

DASHBOARD DISPLAY

Damage Indicator: A dynamic display showing the location and amount of damage to your vehicle. Each display quadrant assesses damage independently. All quadrants use the same color code:

- Flashing Yellow = Slight damage, mostly just dents and scorches
- Solid Yellow = Moderate damage, serious dents and scorches
- Flashing Red = Major damage, armor pierced and weakening
- Solid Red = Severe damage, armor destroyed, system failure and/or death probable on the next hit

Weapon Info: Your currently selected weapon and the amount of ammunition remaining. Press **Left Shift** to change weapons.

***Important:** Weapon Info appears on the Heads-Up Display in Chase Car view.*

OTHER VEHICLE COMPONENTS

Delivery Systems: Ammunition channels for your guns (left system) and energy weapons (right system).

Rearview Display: A monitor of the track behind you, showing oncoming vehicles.

Steering Wheel: Hair-trigger response to your **Directional Pad**. Learn to handle it with just the right pressure so you don't overcompensate on the turns.

***Reminder:** Press **C** to toggle between Cockpit and Chase Car views.*

PIT STOPS

Every track has a pit where you can pull in to repair damage and reload ammunition. Two bar graph indicators appear to show the percentage of ammo being loaded and the damage repaired. When both bars reach the top, your vehicle is fully repaired and reloaded.

Accelerate to leave the pit at any time: after reloading ammunition without repairs, during repairs, or when all repairs are complete. If you exit before repairs are complete, some parts of your car will remain damaged.

You can make unlimited pit stops, and reload an unlimited amount of ammunition. Understand that pit time counts on your total track time, and your pit stops give other drivers the chance to pass you. Repairs are a judgment call. If you have only one lap to go for victory, you may want to bypass the pit stop and take the risk of leaving repairs until after the race.

RACE RESULTS

TRACK SUMMARY

You receive victory points and prize money at the end of a race for Position, Kills, Damage and Track Record.

Scoring System

1st Place	=	10 Points	\$2000
2nd Place	=	8 Points	\$750
3rd Place	=	5 Points	\$500
Drivers Killed	=	2 Points Each	\$500
Drones Killed	=	0 Points Each	\$100
Champion Killed	=	4 Points	\$1000
New Lap Record	=	0 Points	\$2000

Position: Finishing position is determined by the order in which the drivers cross the finish line. When a car is destroyed during the race, its finishing position is figured by the number of cars still on the track. **You must finish in one of the top three positions in order to advance to the next track on the circuit.**

Kills/Damage: Road kill is what we're looking for.

Track Record: You'll receive bonus cash for breaking the track record for best lap time. In tournament racing, you also receive prize money based on your performance. Prize money increases as you advance. Use the funds to upgrade your vehicle and weapons for the next race.

CIRCUIT UPDATE

After each Track Summary, you'll see a circuit update of the drivers' overall standings, based on accumulated victory points. Your ultimate goal is to reach the top of this chart.

TRACK FINISH

- Finish in 1st, 2nd or 3rd place to win victory points and prize money, then advance to the pre-race briefing for the next track.
- Finish in 4th place, and you'll be allowed to continue the circuit by re-racing the last track, starting from the pre-race briefing. If you've used up your three Continues, the circuit ends.
- Die, and you can be cloned in order to continue the circuit by re-racing the last track. If you have no Continues left, or you choose NO to cloning, your car will be buried and the game will end.

CIRCUIT FINISH

- Take 1st, 2nd or 3rd place on all five circuit tracks to receive the grudging praise of the other drivers. In tournament racing, you'll advance to the next circuit; in rally racing, you'll be able to select another circuit to race.

TOURNAMENT FINISH

- If you're tough enough to win all six circuits, you will be elevated to Deathdrome World Champion and will be feared and worshipped by any other drivers still alive.

PAUSE SCREEN

Press **P** to pause a race and display the Pause Menu. Use the **Directional Pad** to highlight an option and press any other button to select it. Your options are:

- **Continue Racing**
- **Quit Game:** Save your game up to the beginning of the current race (tournament racing only).

SAVED GAMES

Tournament mode automatically saves your game after every race, regardless of the outcome. Each saved game overwrites the previous one. Just as in actual racing, you must win consistently to maintain your tournament standing. If a tournament ends because you die or you finish in 4th place without Continues, you'll have to begin a new tournament from the Crash Course circuit.

FLOYD'S AUTO SHOP

Spend your victory money in Floyd's place to upgrade your vehicle into the most dangerous machine on the road. Use these button controls:

- Use the **Directional Pad** to highlight an item or text button on screen.
- Press any other button to see more about an item, or to activate a text button.
- Press **X** (Stop Button) to return to a previous screen.

1. In Floyd's Auto Shop, select the button for the category you want. You'll go to the menu for that category.
2. Highlight an item on the menu to see its picture and description. Press any controller button to activate a full-motion video demonstration.
3. Compare the item's cost to the amount of money you have or are willing to spend. Then select BUY or DON'T BUY.

***Important:** There's always the chance you'll be approached by an agent who's impressed with your driving abilities. Figure out what he's up to before committing yourself to anything, even if it looks like a good deal. Being a driver is risky business. Remember, there's no offer you can't refuse.*

KILL TOYS PRODUCT CATALOG

November 21, 2045

GUNS

Weapon: .30 cal Rifle Mounting: Front Defense: Kevlar

The .30 cal Rifle is the bare bones approach for racing rookies. A good early weapon, the low cost and plentiful ammo help a new driver develop single shot marksmanship. The .30 caliber bullet can pop a hole through any engine block and can penetrate a stock car through all but the driver's "bathtub."

Weapon: .30 cal MG Mounting: Front Defense: Kevlar

The .30 cal Machine Gun offers firepower at bargain basement cost. The 30-06 shell provides enough hitting power and rate of fire to make any target take notice. Although Kevlar provides some resistance to this weapon, a sustained stream of bullets should chew away enough armor to tickle someone's insides.

Weapon: .50 cal Rifle Mounting: Front Defense: Kevlar

For the machine gun fanatic, the "Fifty" is truly the small arms weapon of choice. Combining a high rate of fire with the kick of a mutant mule, this big boy will knock the tires off any vehicle that stays in its sights too long. The high rate mode is excellent for quick attacks, but beware of quick ammo depletion.

Weapon: Flame Thrower Mounting: Front Defense: Ceramic

The napalm Flame Thrower is as deadly as flamers get. Definitely not for marshmallow roasting, this baby shoots a 25 foot long flame of enriched phosphorous jelly. Burning and adhesive, this stuff will turn any unprotected car into a funeral pyre. Even expensive thermal ceramic armor cannot divert all the damage.

Weapon: 40mm GL Mounting: Front Defense: Kevlar/Reactive

The 40mm Grenade Launcher is the poor man's cannon. Firing a flat trajectory, this weapon packs enough high explosive to blow away big chunks of car and road. The high explosive concussion can stress Kevlar to the max. The rate of fire is slow, but an accurate shot can score big in a tight situation.

Weapon: Vulcan Minigun Mounting: Front Defense: Kevlar

One of the fastest cycling guns in the world, with a projectile of depleted uranium traveling at over Mach 3, the Vulcan will put 100 holes in a target faster than you can say "Swiss cheese"! The only drawback: ammo depletion.

Weapon: Hellfire Rotogun Mounting: Front Defense: Kevlar

The Hellfire 30mm is the ultimate slug thrower, pouring a huge wall of depleted uranium into a target. Nothing can stand up to this for long. Kevlar is almost useless against the massive kinetic energy the Mach 3+ projectiles produce. With the huge 500 round drum, you have enough ammo to make a car disappear!

ENERGY WEAPONS

Weapon: Pulse Laser Mounting: Front Defense: Ceramic/Reflective

The Pulse Laser is a single lens, 200 watt laser designed for rugged use. It has a firing rate of one shot per second, not bad considering the amount of juice it eats up. It is both cheap and effective on stock targets.

Weapon: Twin Laser Mounting: Front Defense: Ceramic/Reflective

Really just two Pulse Lasers coupled together, the Twin Laser doubles your fire on the target. This does (you guessed it!) twice as much damage. The Twin will take out most unprotected targets in a hurry, but it still suffers from little to no penetration against reflective armor.

Weapon: Photon Gun Mounting: Front Defense: Ceramic/Reactive

The Photon Gun sends a slug of ionized particles at a chosen target. If the slug hits the mark, it will excite the target's atomic structure, sending its electrons into high energy orbits. With repeated hits, molecules begin to break apart, weakening metals, melting plastics and doing not so nice things to human organs.

Weapon: Fusion Caster Mounting: Front Defense: Ceramic/Reactive

The Fusion Caster is a mean alternative for the strategically inclined. In this case, patience produces maximum damage. The longer the trigger button is depressed, the more powerful the fusion ball will be when fired. Due to fear of a runaway reaction, an energy cap limits the amount of fusion allowed.

Weapon: Flash Laser Mounting: Rear Defense: Polarized Glass

The Mega-Lumen Flash Laser is a high wattage laser with a wide dispersion beam that temporarily blinds its victims. It can provide cover and cause accidents. The white flash of coherent light will render any driver without polarized protection blind for three to 10 seconds. A unique strategy weapon.

Weapon: Stiletto Laser Mounting: Front Defense: Ceramic/Reactive

The Stiletto Laser Cutter is a double-whammy weapon designed to break through even the toughest armor. Two separate beams are used: one is a sustained beam of energy on the target for heating and cutting; the second is a high energy beam on the same target that punches a hole into the vehicle's interior. Devastating!

Weapon: Plasma Sun Gun Mounting: Front Defense: Ceramic/Reactive

The Sun Gun Plasma Cannon separates the men from the boys, the women from the girls, and most drivers from their former race cars. A complex apparatus of field coils, electrical power generators and focusing rings, this mother of an energy weapon sends a powerful, concentrated blast of pure plasma toward a target. The plasma state of matter contains a high amount of energy, sending balls of pain to anyone in the way.

MISSILES

Weapon: Rocket Pack Mounting: Front Defense: Reactive

The Mod-Pod Rocket Pack provides a simple low tech, low cost solution to high explosive missile needs. Direct fire, line-of-sight is all you get. You can launch missiles individually or as a spread of four rockets. Compact size allows room for as many as eight rockets to be mounted on a racer. Effective, clean fun!

Weapon: TOW Missile Mounting: Front Defense: Reactive

The TOW Missile is an old concept put to modern use. It is a heavy, wire guided missile; the launcher must maintain a solid lock on the intended target during the complete flight time. If not, the rocket will go astray. Even with slow flight time and the fire and sweat operation, this sucker makes a point worth remembering.

Weapon: Mod-Pod GM Mounting: Front Defense: Reactive

The Mod-Pod Guided Missile is a fire-and-forget weapon for the driver on the go. Slim design and cutting edge technology provide space for up to three rockets per vehicle. The missile seeks its locked target until detonation or fuel expenditure. Reactive armor dissipates a healthy amount of the explosive force, but the target almost always regrets the encounter. Size and independent operation make this a weapon of choice.

Weapon: Wild Devil IR Mounting: Front Defense: Reactive

The Wild Devil Infrared Missile's extreme accuracy plus armor piercing high explosive tip give this high tech wonder the last word in any argument. With very long range, it can chase its target for extreme distances. Good drivers will accelerate, then side-slip this massive, slow moving weapon. However, the tenacious Wild Devil will keep looking for a target, usually finding it on the second or third pass.

Weapon: Starburst Mounting: Front Defense: Reactive

A multi-purpose rocket vehicle used in line of sight close combat, the Starburst creates a tremendous burst of intense light while generating incredible concussive force. Taking a direct hit from a Starburst usually results in loss of directional control.

Weapon: Black Widow Mounting: Front Defense: Reactive

The Black Widow is a high velocity armor piercing missile designed to take out internal systems quickly. With a dual explosive head and heavy metal penetrator, the Black Widow can shred even the toughest armor. The hour glass shaped explosive detonates after the projectile has penetrated the armor, blowing the energy out two directions at once and effectively atomizing both sides of the vehicle.

Weapon: Bulls-Eye Mounting: Front Defense: Reactive

You can fit eight of these small, powerful rockets where only four older missiles would go. Each missile can be fired individually, or in spreads of four. The Bulls-Eye 101 Fire And Forget has the fastest firing rate of any missile on the circuit. With a full complement of racks, you can put fire on a target so fast, and mount up damage so quickly, that they'll wonder why they bothered to suit up.

HAZARDS

Hazard: Wheel Spikes Mounting: Side Defense: Combat Tires

These sharp road toys shred tires faster than you can say "Ben Hur"!

Hazard: HEAV Road Mine Mounting: Rear Defense: Combat Tires

With these High Explosive Anti-Vehicle packages on the track, there will be a lot fewer vehicles in no time. These explosives can take out tires and engines or just do general damage to the unsuspecting racer. Inexpensive and quick to lay on the fly, they make an excellent weapon for the speedster.

Hazard: ACID Road Mine Mounting: Rear Defense: None

The ACID Road Mine is a HEAV mine with a smaller explosive and three liters of highly concentrated sulfuric acid in an isolated tank. When the proximity detonator goes off, the approaching car is sprayed with the corrosive chemical, leaving the driver with two options. One, go into the pit and spray the car with a neutralizing agent, or two, race on and hope your car doesn't fall apart!

Hazard: M-HEAV Mine Mounting: Rear Defense: Polarity Inverter

This is nothing more than a HEAV Mine with an attracting magnetic field. Nothing more is a major understatement. It's hard enough to avoid these buggers at 300 mph when they're stationary. Try avoiding them when they slide across the track after you. You'll get a real bang out of it!

Hazard: Bombot Mounting: Rear Defense: Polarity Inverter

A Bombot is an intelligent robot bomb. Able to move with robotic legs and vision sensors, it can cause more heartburn than a jalapeño taco. It will do anything to hitch a ride: slide, jump, roll. Chances are it will get onto a target before its battery runs out.

Hazard: Penetrator Mine Mounting: Rear Defense: Reactive

The Penetrator Mine is the big brother of the HEAV. The difference is the size of the explosive and the focused shape of the charge. All the explosive power is channeled to penetrate armor in a tight area and do massive internal systems damage. With the explosive head weighing in at 40 pounds, it's no mystery that so many burned out gauges and melted components owe their expiration to the Penetrator.

Hazard: Vortex Mine Mounting: Rear Defense: Reactive

The Vortex Mine is in a class by itself. Large by mine standards, this hazard has dangerous properties that are hidden from the eye. Its inner mechanisms rotate via an electric motor at over 3500 rpm. In addition, the shaped charge is angled in concentric circles and also rotates at 3500 rpm. When a vehicle hits a Vortex Mine, the explosive charge fires a large spinning circular plate with barbed protrusions up into the car. This does massive damage to the car's underside, and usually brings a broad smile to the mine layer.

ARMOR

<u>Armor</u>	<u>Description</u>
Steel Plate	Standard bulk defense.
Kevlar	High tech fiber mesh design stops most slugs.
Reactive	Reactive surfaces neutralize the effects of many missiles.
Reflective	Mirrored surfaces are impervious to most energy weapons.
Regenerative	Cellular armor repairs itself almost instantly!
Ceramic	Provides advanced heat shielding.

ENHANCEMENTS

<u>Item</u>	<u>Charges</u>	<u>Description</u>
Nitro Boost	10 seconds	Blast into high gear with a nitrous oxide injection.
Combat Tires	Constant	Tough slicks protect against hazards.
Polarized Glass	Unlimited	Glass adjusts its tint to protect against bright light flashes.
Auto Flare Gun	Unlimited	Auto-fires to fool heat-seekers when alerted to IR lock.
Auto Chaff Gun	Unlimited	Auto-fires to confuse radar missiles.
Taser Coil	Unlimited	Electric arc will sometimes destroy a critical system.

CREDITS

Crash 'N Burn Progenitor
Mark Wallace

Chief Technologist
Mark Cerny

Frenzied Coding Superhumans
Bill Mitchell, Bill Willis

Iridescent Visionaries
Steve Kongsle, Cyrus Lum

Marketing Beast of Burden
Scott Steinberg

Script Scribbler
E. Daniel Arey

Spiritual Overlord
Madeline Canepa

Electronic Bard
Burke Trieschmann

Stunt Programmers
Troy Gillette, Dave Kirk, Eric Knopp,
Gregg Tavares, Sean Vikoren

Stunt Artists
Gene Bodio, Dan Colon, Phil LaMarbre,
Mike Provenza, Mira Ross

Tire Kickers
Jeremy Bredow, Chang F. Fadel,
Justin Norr, Andy Trapani,
Michael Wu

Video Editor
Noah Hughes

Thespians & Artistes
Druger: A. C. Griffing
Fang: John B. Scott
Klaw: Barbara J. Lui
Max Amillion: Terry Gault
Rocker: Rick Cittar
Tasman Twix: Will Southard
Klaw's Voice: Sharon Omi
Black Market's Voice: Curtis Branom

Casting
Jody Mortara of Titus Productions

Direction
David Burke of Plum Loco

Scribe
Carol Ann Hanshaw

Special Thanks
Charlie Graham, Lyle Hall,
Jon Horsley, Chris Morse

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HANDLING YOUR CRYSTAL DYNAMICS CD

1. Hold the disc by its edges, or with your thumb on the edge and one finger inserted in the center. Avoid touching the disc's surface.
2. Don't expose the disc to direct sunlight or sources of high heat, such as a hot air vent.
3. Before playing, clean the disc by wiping it with a soft, dry cloth. Do not use solvents such as benzine, thinner, commercially available solvents or antistatic spray intended for analog discs.